Concocting an Instruction Set

Nerd Chef at work.

move flour,bowl
add milk,bowl
add egg,bowl
move bowl,mixer
rotate mixer
...

Read: Chapter 2.1-2.7
A General-Purpose Computer
The von Neumann Model

Many architectural approaches to the general purpose computer have been explored. The one on which nearly all modern, practical computers is based was proposed by John von Neumann in the late 1940s. Its major components are:
A General-Purpose Computer

The von Neumann Model

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Central Processing Unit (CPU): A device which fetches, interprets, and executes a specified set of operations called Instructions.
A General-Purpose Computer
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- **Central Processing Unit (CPU):** A device which fetches, interprets, and executes a specified set of operations called **Instructions**.

- **Main Memory:**

  - Storage of $N$ words of $W$ bits each, where $W$ is a fixed architectural parameter, and $N$ can be expanded to meet needs.
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Central Processing Unit (CPU): A device which fetches, interprets, and executes a specified set of operations called Instructions.

Memory: storage of $N$ words of $W$ bits each, where $W$ is a fixed architectural parameter, and $N$ can be expanded to meet needs.

I/O: Devices for communicating with the outside world.
Anatomy of an Instruction
Anatomy of an Instruction

```
add $t0, $t1, $t2
```
Anatomy of an Instruction

• Computers execute a set of primitive operations called instructions
• Instructions specify an operation and its operands (the necessary variables to perform the operation)
• Types of operands: immediate, source, and destination

\[\text{add } \$t0, \$t1, \$t2\]
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Operation
Anatomy of an Instruction

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Operation

Operands (variables, arguments, etc.)
Anatomy of an Instruction

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```
add $t0, $t1, $t2
```

Operation: add
Operands: $t0, $t1, $t2

Operands (variables, arguments, etc.)
Anatomy of an Instruction

- Computers execute a set of primitive operations called **instructions**

- Instructions specify an **operation** and its **operands** (the necessary variables to perform the operation)

- Types of operands: immediate, source, and destination

```
add $t0, $t1, $t2
```

<table>
<thead>
<tr>
<th>Operation</th>
<th>Operands</th>
<th>Source Operands</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>add</strong></td>
<td>($t0$, $t1$, $t2$)</td>
<td></td>
</tr>
</tbody>
</table>
Anatomy of an Instruction

- Computers execute a set of primitive operations called instructions.
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```
Operation: add $t0, $t1, $t2
Operands: (variables, arguments, etc.)
Source Operands
Destination Operand
```
Anatomy of an Instruction

- Computers execute a set of primitive operations called **instructions**
- Instructions specify an **operation** and its **operands** (the necessary variables to perform the operation)
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<tr>
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<th>Operands (variables, arguments, etc.)</th>
<th>Source Operands</th>
<th>Destination Operand</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>add $tO, $t1, $t2</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>addi $tO, $t1, 1</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Anatomy of an Instruction

- Computers execute a set of primitive operations called instructions.
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<th>Immediate Operand</th>
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<tbody>
<tr>
<td>add $t0, $t1, $t2</td>
<td>(variables, arguments, etc.)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>addi $t0, $t1, 1</td>
<td></td>
<td></td>
<td></td>
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Anatomy of an Instruction

- Computers execute a set of primitive operations called instructions.
- Instructions specify an operation and its operands (the necessary variables to perform the operation).
- Types of operands: immediate, source, and destination.

Why the "$" on some operands? $X$ is a convention to denote the "contents" of a temporary variable named "X", whereas immediate operands indicate the specified value.
Meaning of an Instruction

• Operations are abbreviated into opcodes (1-4 letters)
• Instructions are specified with a very regular syntax
  • First an opcode followed by arguments
  • Usually the destination is next, then source arguments
    (This is not strictly the case, but it is generally true)
  • Why this order?
• Analogy to high-level language like Java or C
Meaning of an Instruction

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  add $t0, $t1, $t2
Meaning of an Instruction

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• Analogy to high-level language like Java or C

```
add $t0, $t1, $t2
```

implies

```
int t0, t1, t2
t0 = t1 + t2
```
Meaning of an Instruction

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- Instructions are specified with a very regular syntax
  - First an opcode followed by arguments
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- Why this order?
- Analogy to high-level language like Java or C

\[
\text{add } \$t0, \$t1, \$t2
\]

implies

\[
\text{int } t0, t1, t2
\]

\[
t0 = t1 + t2
\]

The instruction syntax provides operands in the same order as you would expect in a statement from a high level language.
Being the Machine!

- Generally...
  - Instructions are executed sequentially from a list
  - Instructions execute after all previous instructions have completed, therefore their results are available to the next instruction
  - But, you may see exceptions to these rules

### Instructions

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<tbody>
<tr>
<td>add $t0, $t1, $t1</td>
<td>$t0: 0</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t1: 6</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t2: 8</td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
<td>$t3: 10</td>
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<tbody>
<tr>
<td>\text{add } t0, t1, t1</td>
<td>$t0$: 12</td>
</tr>
<tr>
<td>\text{add } t0, t0, t0</td>
<td>$t1$: 6</td>
</tr>
<tr>
<td>\text{add } t0, t0, t0</td>
<td>$t2$: 8</td>
</tr>
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<td>\text{sub } t1, t0, t1</td>
<td>$t3$: 10</td>
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<td>add $t0, $t1, $t1</td>
<td>$t0:</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>0 12 24</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t1:</td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
<td>6</td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
<td>$t2:</td>
</tr>
<tr>
<td></td>
<td>8</td>
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$0$, $12$, $24$
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Instructions

| add $t0, $t1, $t1 |
| add $t0, $t0, $t0 |
| add $t0, $t0, $t0 |
| sub $t1, $t0, $t1 |

Variables

| $t0: 0 12 24 48 |
| $t1: 6 |
| $t2: 8 |
| $t3: 10 |
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<td>add $t0, $t1, $t1</td>
<td>$t0: 0 12 24 48</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
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<td>$t2: 8</td>
</tr>
<tr>
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<td>$t3: 10</td>
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$t0$: 0, 12, 2, 48
$t1$: 6, 42
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<td>add $t0, $t0, $t0</td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
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### Variables

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<tr>
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<tbody>
<tr>
<td>$t0</td>
<td>0, 12, 2, 48</td>
</tr>
<tr>
<td>$t1</td>
<td>6, 42</td>
</tr>
<tr>
<td>$t2</td>
<td>8</td>
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Analyzing the Machine!

Instructions

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</tr>
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Variables

<table>
<thead>
<tr>
<th>Variable</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>$t0</td>
<td>w</td>
</tr>
<tr>
<td>$t1</td>
<td>x</td>
</tr>
<tr>
<td>$t2</td>
<td>y</td>
</tr>
<tr>
<td>$t3</td>
<td>z</td>
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Analyzing the Machine!

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<td>add $t0, $t1, $t1</td>
<td>$t0: w</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t1: x</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t2: y</td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
<td>$t3: z</td>
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Analyzing the Machine!

Instructions

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Variables

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<tbody>
<tr>
<td>$t0:</td>
<td>2x</td>
</tr>
<tr>
<td>$t1:</td>
<td>x</td>
</tr>
<tr>
<td>$t2:</td>
<td>y</td>
</tr>
<tr>
<td>$t3:</td>
<td>z</td>
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<td>sub $t1, $t0, $t1</td>
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Variables

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<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>$t0:</td>
<td>✗ 2x</td>
</tr>
<tr>
<td>$t1:</td>
<td>x</td>
</tr>
<tr>
<td>$t2:</td>
<td>y</td>
</tr>
<tr>
<td>$t3:</td>
<td>z</td>
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Analyzing the Machine!

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<td>add $t0, $t0, $t0</td>
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**Variables**

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Analyzing the Machine!

Instructions:
- `add $t0, $t1, $t1`
- `add $t0, $t0, $t0`
- `add $t0, $t0, $t0`
- `sub $t1, $t0, $t1`

Variables:
- $t0: w, 2x, 4x
- $t1: x
- $t2: y
- $t3: z
Analyzing the Machine!

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<tr>
<td>$t0:</td>
<td>w 2x4x8x</td>
</tr>
<tr>
<td>$t1:</td>
<td>x</td>
</tr>
<tr>
<td>$t2:</td>
<td>y</td>
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Analyzing the Machine!

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<p>| | |</p>
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$\text{add} \quad w \quad 2 \quad 4 \quad 8 \quad x$

Comp 411
Analyzing the Machine!

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<tr>
<td>add $t0, $t0, $t0</td>
<td>$t1: $x</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t2: $y</td>
</tr>
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<td>sub $t1, $t0, $t1</td>
<td>$t3: $z</td>
</tr>
</tbody>
</table>
Analyzing the Machine!

- Repeat the process treating the variables as unknowns
- Knowing what the program does allows us to write down its specification, and give it a meaningful name
- The instruction sequence is now a general purpose tool

### Instructions

<table>
<thead>
<tr>
<th>Instruction</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><code>add $t0, $t1, $t1</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>add $t0, $t0, $t0</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>add $t0, $t0, $t0</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>sub $t1, $t0, $t1</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Variables

<table>
<thead>
<tr>
<th>Variable</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>$t0:</td>
<td>2x, 4x, 8x</td>
</tr>
<tr>
<td>$t1:</td>
<td>7x</td>
</tr>
<tr>
<td>$t2:</td>
<td>y</td>
</tr>
<tr>
<td>$t3:</td>
<td>z</td>
</tr>
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<th><strong>Variables</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>add $t0, $t1, $t1</td>
<td>$t0: 2x, 4x, 8x</td>
</tr>
<tr>
<td></td>
<td>add $t0, $t0, $t0</td>
<td>$t1: 7x</td>
</tr>
<tr>
<td></td>
<td>add $t0, $t0, $t0</td>
<td>$t2: y</td>
</tr>
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<td></td>
<td>sub $t1, $t0, $t1</td>
<td>$t3: z</td>
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</table>
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- **Operations to change the flow of sequential execution**
- **A jump instruction with opcode ‘j’**
- **The operand refers to a label of some other instruction**

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<table>
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<tr>
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<td>add $t0, $t1, $t1</td>
<td></td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td></td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td></td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
<td></td>
</tr>
</tbody>
</table>

#### Variables

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>$t0:</td>
<td>w</td>
</tr>
<tr>
<td>$t1:</td>
<td>x</td>
</tr>
<tr>
<td>$t2:</td>
<td>y</td>
</tr>
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<td>$t3:</td>
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<td>$t0: w</td>
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<tr>
<td>add $t0, $t1, $t1</td>
<td>$t1: x</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t2: y</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t3: z</td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
<td></td>
</tr>
<tr>
<td>j times7</td>
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<td>$t0: 8x</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t1: 7x</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td></td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
<td>$t2: y</td>
</tr>
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<tr>
<td>times7:</td>
<td></td>
</tr>
<tr>
<td>add $t0, $t1, $t1</td>
<td>$t0: 8x56x</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t1: 7x49x</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td></td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
<td>$t2: y</td>
</tr>
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<td>$t0:</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t1:</td>
</tr>
<tr>
<td>add $t0, $t0, $t0</td>
<td>$t2:</td>
</tr>
<tr>
<td>sub $t1, $t0, $t1</td>
<td>$t3:</td>
</tr>
<tr>
<td>j times7</td>
<td>$t0: 8x56x392x</td>
</tr>
<tr>
<td></td>
<td>$t1: 7x49x343x</td>
</tr>
<tr>
<td></td>
<td>$t2: y</td>
</tr>
<tr>
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<tr>
<td></td>
<td>add $t0, $t0, $t0</td>
</tr>
<tr>
<td></td>
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</tr>
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<td></td>
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</tr>
<tr>
<td></td>
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</tr>
</tbody>
</table>

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<th>$t0:</th>
<th>n 8x56x 392x</th>
</tr>
</thead>
<tbody>
<tr>
<td>$t1:</td>
<td>x 7x 49x 343x</td>
</tr>
<tr>
<td>$t2:</td>
<td>y</td>
</tr>
<tr>
<td>$t3:</td>
<td>z</td>
</tr>
</tbody>
</table>
Open Issues in our Simple Model

- WHERE are INSTRUCTIONS stored?
- HOW are instructions represented?
- WHERE are VARIABLES stored?
- How are labels associated with particular instructions?
- How do you access more complicated variable types like
  - Arrays?
  - Structures?
  - Objects?
- Where does a program start executing?
- How does it stop?
The Stored-Program Computer

• The von Neumann architecture addresses these issues of our simple programmable machine example:
  • Instructions and Data are stored in a common memory
  • Sequential semantics: To the programmer all instructions appear to be executed sequentially
The Stored-Program Computer

- The von Neumann architecture addresses these issues of our simple programmable machine example:
  - Instructions and Data are stored in a common memory
  - Sequential semantics: To the programmer all instructions appear to be executed sequentially

**Key idea:** Memory holds not only data, but *coded instructions* that make up a program.

CPU fetches and executes instructions from memory ...

- The CPU is a H/W interpreter
- Program *IS* simply data for this interpreter
- Main memory: Single expandable resource pool
  - constrains both data and program size
  - don’t need to make separate decisions of how large of a program or data memory to buy
Anatomy of a von Neumann Computer
Anatomy of a von Neumann Computer

Data Paths

Control Unit

MEMORY

Control

status

address

data

instructions

address

\[\text{dest}\]

\[\text{asel}\]

\[\text{bsel}\]

\[\text{fn}\]

\[\text{ALU}\]

\[\text{Cc's}\]
Anatomy of a von Neumann Computer
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- **Data Paths**
  - Internal storage
  - Control
  - Status
  - Address
  - Data

- **Control Unit**
  - Address
  - Instructions

- **MEMORY**

- **Registers**
  - dest
  - asel
  - bsel

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  - fn
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Anatomy of a von Neumann Computer

Data Paths
- Internal storage
- Control
  - address
  - data
  - status
  - instructions

Control Unit
- address
- data
- instructions

MEMORY

registers
- dest
- ase1
- bse1
- fn

operations
- ALU
- Cc’s

More about this stuff later!
Anatomy of a von Neumann Computer

- INSTRUCTIONS coded as binary data
- PROGRAM COUNTER or PC: Address of next instruction to be executed
- logic to translate instructions into control signals for data path
Instruction Set Architecture (ISA)

Encoding of instructions raises some interesting choices...

• Tradeoffs: performance, compactness, programmability
• Uniformity. Should different instructions
  • Be the same size?
  • Take the same amount of time to execute?
• Complexity. How many different instructions? What level operations?
  • Level of support for particular software operations: array indexing, procedure calls, “polynomial evaluate”, etc
    ➢ “Reduced Instruction Set Computer” (RISC) philosophy: simple instructions, optimized for speed

Mix of Engineering & Art...

Trial (by simulation) is our best technique for making choices!

Our representative example: the MIPS architecture!
MIPS Programming Model
a representative simple RISC machine

In Comp 411 we’ll use a clean and sufficient subset of the MIPS-32 core Instruction set.

Fetch/Execute loop:
- fetch Mem[PC]
- PC = PC + 4†
- execute fetched instruction (may change PC!)
- repeat!

†MIPS uses byte memory addresses. However, each instruction is 32-bits wide, and *must* be aligned on a multiple of 4 (word) address. Each word contains four 8-bit bytes. Addresses of consecutive instructions (words) differ by 4.

General Registers:
A small scratchpad of frequently used or temporary variables

Processor State (inside the CPU)

| PC | 00 |
|------------------|
| r0 | 000000....0 |
| r1 |               |
| r2 |               |
| ...|               |
| r31|               |

Main Memory

Addresses

<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>31</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>32 bit “words”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>32 bit “words”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>32 bit “words”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>32 bit “words”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>next instruction</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

In Comp 411 we’ll use a clean and sufficient subset of the MIPS-32 core Instruction set.
Some MIPs Memory Nits

- Memory locations are 32 bits wide
  - BUT, they are *addressable* in different-sized chunks
  - 8-bit chunks (bytes)
  - 16-bit chunks (shorts)
  - 32-bit chunks (words)
  - 64-bit chunks (longs/double)

- We also frequently need access to individual bits!
  (Instructions help to do this)

- Every BYTE has a unique address
  (MIPS is a byte-addressable machine)

- Every instruction is one word
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MIPS Register Nits

- There are 32 named registers [$0, $1, …. $31]
- The operands of *all* ALU instructions are registers
  - This means to operate on a variables in memory you must:
    - Load the value/values from memory into a register
    - Perform the instruction
    - Store the result back into memory
  - Going to and from memory can be expensive
    (4x to 20x slower than operating on a register)
- Net effect: Keep variables in registers as much as possible!
- 2 registers have H/W specific “side-effects”
  (ex: $0 always contains the value ‘0’… more later)
- 4 registers are dedicated to specific tasks by convention
- 26 are available for general use
- Further conventions delegate tasks to other registers
MIPS Instruction Formats

All MIPS instructions fit in a single 32-bit word. Every instruction includes various “fields” that encode combinations of

• a 6-bit operation or “OPCODE”
  • specifying one of < 64 basic operations
  • escape codes to enable extended functions
• several 5-bit OPERAND fields, for specifying the sources and destination of the operation, usually one of the 32 registers
• Embedded constants (“immediate” values) of various sizes, 16-bits, 5-bits, and 26-bits. Sometimes treated as signed values, sometimes not.

There are three basic instruction formats:
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<th>func</th>
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comp 411
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<th>r_t</th>
<th>r_d</th>
<th>shamt</th>
<th>func</th>
</tr>
</thead>
</table>

- **I-type**, 2 register operands, 16-bit literal constant
  
<table>
<thead>
<tr>
<th>OP</th>
<th>r_s</th>
<th>r_t</th>
<th>16-bit constant</th>
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There are three basic instruction formats:

• **R-type**, 3 register operands (2 sources, destination)

• **I-type**, 2 register operands, 16-bit literal constant

• **J-type**, no register operands, 26-bit literal constant
MIPS ALU Operations

Sample coded operation: ADD instruction

R-type: 0000000101101001010100000100000
Sample coded operation: ADD instruction

R-type: \[00000000101101001010100000100000\]

\(\text{op} = 0x00\)
dictating an ALU function
MIPS ALU Operations

Sample coded operation: ADD instruction

R-type: 00000000101101001010100000100000

\( \text{op} = 0x00 \) dictating an ALU function

\( \text{func} = 0x20 \) dictating an add
Sample coded operation: ADD instruction

R-type: 0 0 0 0 0 0 0 1 0 1 1 0 1 0 0 1 0 1 0 1 0 0 0 0 0 1 0 0 0 0 0

- op = 0x00 dictating an ALU function
- func = 0x20 dictating an add
Sample coded operation: ADD instruction

R-type: 0000000 01011 01001 01010 00000 100000

- op = 0x00 dictating an ALU function
- rt = 9 Reg[9] source
- func = 0x20 dictating an add
Sample coded operation: ADD instruction

R-type: 000000 01011 01001 01010 00000 100000

- op = 0x00, dictating an ALU function
- rt = 9, Reg[9] source
- rd = 10, Reg[10] destination
- func = 0x20, dictating an add
MIPS ALU Operations

Sample coded operation: ADD instruction

R-type: 0000000001011010010100100000100000

- **op = 0x00** dictating an ALU function
- **rt = 9** Reg[9] source
- **rd = 10** Reg[10] destination
- **func = 0x20** dictating an add

Unused fields are set to ‘0’
MIPS ALU Operations

Sample coded operation: ADD instruction

What we prefer to write: \texttt{add \$10, \$11, \$9} (“assembly language”)
MIPS ALU Operations

Sample coded operation: ADD instruction

What we prefer to write: add $10, $11, $9  (“assembly language”)

References to register contents are prefixed by a “$” to distinguish them from constants or memory addresses.
MIPS ALU Operations

Sample coded operation: ADD instruction

What we prefer to write: add $10, $11, $9  (“assembly language”)

The convention with MIPS assembly language is to specify the destination operand first, followed by source operands.

References to register contents are prefixed by a “$” to distinguish them from constants or memory addresses.
MIPS ALU Operations

Sample coded operation: ADD instruction

What we prefer to write:  
add $10, $11, $9  
("assembly language")

add rd, rs, rt:

Reg[rd] = Reg[rs] + Reg[rt]

“Add the contents of rs to the contents of rt; store the result in rd”

References to register contents are prefixed by a "$" to distinguish them from constants or memory addresses.
MIPS ALU Operations

Sample coded operation: ADD instruction

What we prefer to write:  
\[ \text{add } \$10, \$11, \$9 \]  
(“assembly language”)

[Diagram showing R-type instruction format]

\[ \text{Reg}[rd] = \text{Reg}[rs] + \text{Reg}[rt] \]

“Add the contents of \( \text{Reg}[rs] \) to the contents of \( \text{Reg}[rt] \); store the result in \( \text{Reg}[rd] \)”

Similar instructions for other ALU operations:
- arithmetic: add, sub, addu, subu, mult, multu, div, divu
- compare:slt, sltu
- logical: and, or, xor, nor
- shift: sll, srl, sra, sllv, srav, srlv

References to register contents are prefixed by a “\$” to distinguish them from constants or memory addresses.
MIPS Shift Operations

Sample coded operation: SHIFT LOGICAL LEFT instruction

```
R-type: 00000000000000010010010010000000
```

Assembly: `sll $2, $2, 4`

`sll rd, rt, shamt:`

`Reg[rd] = Reg[rt] << shamt`

“Shift the contents of rt to the left by shamt; store the result in rd”
MIPS Shift Operations

Sample coded operation: SHIFT LOGICAL LEFT instruction

R-type: 0000000000000000001000100100100000000

\[ \text{op} = 0x00 \]

dictating an
ALU function

Assembly: \texttt{sll \$2, \$2, 4}

\texttt{sll rd, rt, shamt:}

\[ \text{Reg[rd]} = \text{Reg[rt]} \ll \text{shamt} \]

“Shift the contents of \texttt{rt} to the left by \texttt{shamt}; store the result in \texttt{rd}”
MIPS Shift Operations

Sample coded operation: SHIFT LOGICAL LEFT instruction

Assembly: sll $2, $2, 4

sll rd, rt, shamt:

Reg[rd] = Reg[rt] << shamt

“Shift the contents of rt to the left by shamt; store the result in rd”
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Assembly: sll $2, $2, 4

sll rd, rt, shamt:

Reg[rd] = Reg[rt] << shamt

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Sample coded operation: SHIFT LOGICAL LEFT instruction

Assembly: sll $2, $2, 4

sll rd, rt, shamt:

Reg[rd] = Reg[rt] << shamt

“Shift the contents of rt to the left by shamt; store the result in rd”
MIPS Shift Operations

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## MIPS Shift Operations

### Sample coded operation: SHIFT LOGICAL LEFT instruction

**Assembly:**

- **sll $2, $2, 4**
- **sllv $2, $2, $8**

**R-type:**

```
000000 00000 00010 00010 00100 00000
```

- `op = 0x00` dictating an ALU function
- `rd = 2` Reg[2] destination
- `rt = 2` Reg[2] source
- `shamt = 4` dictates a shift of 4-bits
- `func = 0x00` sll

**Reg[rd]** = **Reg[rt]** << **shamt**

"Shift the contents of rt to the left by shamt; store the result in rd"

**Reg[rd]** = **Reg[rt]** << **Reg[rs]**

"Shift the contents of rt left by the contents of rs; store the result in rd"
MIPS Shift Operations

Sample coded operation: SHIFT LOGICAL LEFT instruction

Assembly: `sll $2, $2, 4`

```
OP   000000 000000 001000 001000 001000 000000
```

- Op = 0x00 dictating an ALU function
- Reg[rd] = Reg[rt] << shamt
- rt = 2 Reg[2] destination
- rd = 2 Reg[2] source
- shamt = 4 dictates a shift of 4-bits
- func = 0x00 dictating an sll

This is peculiar syntax for MIPS, in this ALU instruction the rt operand precedes the rs operand. Usually, it's the other way around.

Assembly: `sllv $2, $2, $8`

```
OP   000000 000000 000100 000100 000100 000000
```

- Op = 0x00 dictating an ALU function
- Reg[rd] = Reg[rt] << Reg[rs]
- rt = 2 Reg[2] destination
- rd = 2 Reg[2] source
- rs = 8
- shamt = 4
- func = 0x00 dictating an sllv

```
SLLV
```

sll rd, rt, shamt:

```
Shift the contents of rt to the left by shamt; store the result in rd
```

sllv rd, rt, rs:

```
Shift the contents of rt left by the contents of rs; store the result in rd
```
Sample coded operation: SHIFT LOGICAL LEFT instruction

How are shifts useful?

Assembly: `sll $2, $2, 4`

- `sll rd, rt, shamt:`
  - `Reg[rd] = Reg[rt] << shamt`
  - “Shift the contents of `rt` to the left by `shamt`; store the result in `rd`”

Assembly: `sllv $2, $2, $8`

- `sllv rd, rt, rs:`
  - `Reg[rd] = Reg[rt] << Reg[rs]`
  - “Shift the contents of `rt` left by the contents of `rs`; store the result in `rd`”

This peculiar syntax for MIPS, in this ALU instruction the `rt` operand precedes the `rs` operand. Usually, it’s the other way around.
MIPS ALU Operations with Immediate

addi instruction: adds register contents, signed-constant:

Symbolic version: addi $9, $11, −3

```
addi rt, rs, imm:
Reg[rt] = Reg[rs] + sxt(imm)
```

“Add the contents of rs to const; store result in rt”

Similar instructions for other ALU operations:

- arithmetic: addi, addiu
- compare: slti, sltiu
- logical: andi, ori, xori, lui

Immediate values are sign-extended for arithmetic and compare operations, but not for logical operations.
Why Built-in Constants? (Immediate)

- Why not...
  - put constants in memory (was common in older instruction sets)?
  - create more hard-wired registers for constants (like $0)?
- SMALL constants are used frequently (50% of operands)
  - In a C compiler (gcc) 52% of ALU operations involve a constant
  - In a circuit simulator (spice) 69% involve constants
  - e.g., $B = B + 1; C = W \& 0x00ff; A = B + O;$
- ISA Design Principle: Make the common cases fast
- MIPS Instructions:
  - `addi $29, $29, 4`
  - `slt $8, $18, 10`
  - `andi $29, $29, 6`
  - `ori $29, $29, 4`

How large of constants should we allow for? If they are too big, we won’t have enough bits leftover for the instructions.

Why are there so many different sized constants in the MIPS ISA? Couldn’t the shift amount have been encoded using the I-format?

One way to answer architectural questions is to evaluate the consequences of different choices using carefully chosen representative benchmarks (programs and/or code sequences). Make choices that are “best” according to some metric (cost, performance, …).
How About Larger Constants?

1010101010101010 0000000000000000
How About Larger Constants?

- In order to load a 32-bit constant into a register a two instruction sequence is used, “load upper immediate”

  \[
  \begin{array}{c}
  \text{lui } $8, 1010101010101010 \\
  \text{ori } $8, $8, 1010101010101010
  \end{array}
  \]

- Then must get the lower order bits right, i.e.,

  \[
  \begin{array}{c}
  \text{ori } $8, $8, 1010101010101010
  \end{array}
  \]
How About Larger Constants?

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\[ \text{lui $8, 1010101010101010} \]

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How About Larger Constants?

• In order to load a 32-bit constant into a register a two instruction sequence is used, "load upper immediate"

\[
lui \ $8, \ 1010101010101010 \\
\]

\[
1010101010101010 \quad 0000000000000000
\]

• Then must get the lower order bits right, i.e.,

\[
or \ $8, \ $8, \ 1010101010101010 \\
\]

\[
1010101010101010 \quad 0000000000000000 \\
or \\
0000000000000000 \quad 1010101010101010
\]

Reminder: In MIPS, Logical Immediate instructions (ANDI, ORI, XORI) do not sign-extend their constant operand.
First MIPS Program
(fragment)

Suppose you want to compute the following expression:

\[ f = (g + h) - (i + j) \]

Where the variables \( f, g, h, i, \) and \( j \) are assigned to registers \$16, \$17, \$18, \$19, \) and \$20\) respectively. What is the MIPS assembly code?

```
add $8,$17,$18           # (g + h)
add $9,$19,$20           # (i + j)
sub $16,$8,$9            # f = (g + h) - (i + j)
```

These three instructions are like our little ad-hoc machine from the beginning of lecture. Of course, limiting ourselves to registers for storage falls short of our ambitions....

Needed: instruction-set support for reading and writing locations in main memory...
MIPS Load & Store Instructions

MIPS is a LOAD/STORE architecture. This means that *all* data memory accesses are limited to load and store instructions, which transfer register contents to-and-from memory. ALU operations work only on registers.

### I-type:

<table>
<thead>
<tr>
<th>OP</th>
<th>rs</th>
<th>rt</th>
<th>16-bit signed constant</th>
</tr>
</thead>
</table>

\[
lw \ rt, \ imm(rs) \quad \text{Reg}[rt] = \text{Mem}[\text{Reg}[rs] + \text{sxt(const))];
\]

"Fetch into rt the contents of the memory location whose address is const plus the contents of rs"

Abbreviation: \( lw \ rt, \ imm \) for \( lw \ rt, \ imm($0) \)

\[
sw \ rt, \ imm(rs) \quad \text{Mem}[\text{Reg}[rs] + \text{sxt(const)}] = \text{Reg}[rt]
\]

"Store the contents of rt into the memory location whose address is const plus the contents of rs"

Abbreviation: \( sw \ rt, \ imm \) for \( sw \ rt, \ imm($0) \)

**BYTE ADDRESSES, but lw and sw 32-bit word access word-aligned addresses. The resulting lowest two address bits must be 0!**
Storage Conventions

• Data and Variables are stored in memory

• Operations done on registers

• Registers hold Temporary results

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1000:</td>
<td>n</td>
<td></td>
</tr>
<tr>
<td>1004:</td>
<td>r</td>
<td></td>
</tr>
<tr>
<td>1008:</td>
<td>x</td>
<td></td>
</tr>
<tr>
<td>1010:</td>
<td></td>
<td></td>
</tr>
</tbody>
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- Data and Variables are stored in memory
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Address assigned at compile time

<table>
<thead>
<tr>
<th>Address</th>
<th>Value</th>
</tr>
</thead>
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<tr>
<td>1000</td>
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<td>x</td>
</tr>
<tr>
<td>1010</td>
<td>y</td>
</tr>
</tbody>
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- Data and Variables are stored in memory
- Operations done on registers
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Address assigned at compile time

```c
int x, y;
y = x + 37;
```

<table>
<thead>
<tr>
<th>Address</th>
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</tr>
</thead>
<tbody>
<tr>
<td>1000:</td>
<td>n</td>
</tr>
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<tr>
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<td>x</td>
</tr>
<tr>
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<td>y</td>
</tr>
</tbody>
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int x, y;
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Compilation approach: LOAD, COMPUTE, STORE

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<tr>
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</tr>
<tr>
<td>1004:</td>
</tr>
<tr>
<td>1008:</td>
</tr>
<tr>
<td>100C:</td>
</tr>
<tr>
<td>1010:</td>
</tr>
</tbody>
</table>

\[\text{lw} \quad \$t0, \ 0x1008(\$0)\]
\[\text{addi} \quad \$t0, \ \$t0, \ 37\]
\[\text{sw} \quad \$t0, \ 0x100C(\$0)\]
Storage Conventions

- Data and Variables are stored in memory
- Operations done on registers
- Registers hold Temporary results

Address assigned at compile time

int x, y;
y = x + 37;

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<th>Address</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x1000</td>
<td>x</td>
</tr>
<tr>
<td>0x1004</td>
<td>y</td>
</tr>
<tr>
<td>0x1008</td>
<td>x</td>
</tr>
<tr>
<td>0x100c</td>
<td>y</td>
</tr>
</tbody>
</table>

Integers in C:
x = 0x1000
y = 0x100c

Translates to

lw $t0, 0x1008($0)
addi $t0, $t0, 37
sw $t0, 0x100c($0)

or, more humanely, to

lw $t0, 0x1008
addi $t0, $t0, 37
sw $t0, 0x100c

rs defaults to Reg[0] (0)
MIPS Register Usage Conventions

By convention, the MIPS registers are assigned to specific uses, and names. These are supported by the assembler, and higher-level languages. We’ll use these names increasingly.

<table>
<thead>
<tr>
<th>Name</th>
<th>Register number</th>
<th>Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td>$zero</td>
<td>0</td>
<td>the constant value 0</td>
</tr>
<tr>
<td>$at</td>
<td>1</td>
<td>assembler temporary</td>
</tr>
<tr>
<td>$v0-$v1</td>
<td>2-3</td>
<td>values for results and expression evaluation</td>
</tr>
<tr>
<td>$a0-$a3</td>
<td>4-7</td>
<td>arguments</td>
</tr>
<tr>
<td>$t0-$t7</td>
<td>8-15</td>
<td>temporaries</td>
</tr>
<tr>
<td>$s0-$s7</td>
<td>16-23</td>
<td>saved</td>
</tr>
<tr>
<td>$t8-$t9</td>
<td>24-25</td>
<td>more temporaries</td>
</tr>
<tr>
<td>$gp</td>
<td>28</td>
<td>global pointer</td>
</tr>
<tr>
<td>$sp</td>
<td>29</td>
<td>stack pointer</td>
</tr>
<tr>
<td>$fp</td>
<td>30</td>
<td>frame pointer</td>
</tr>
<tr>
<td>$ra</td>
<td>31</td>
<td>return address</td>
</tr>
</tbody>
</table>
Capabilities thus far: Expression Evaluation

Translation of an Expression:

```c
int x, y;
y = (x-3)*(y+123456)
```

```assembly
x: .word 0
y: .word 0
c: .word 123456
...
lw $t0, x
addi $t0, $t0, -3
lw $t1, y
lw $t2, c
add $t1, $t1, $t2
mul $t0, $t0, $t1
sw $t0, y
```

- VARIABLES are allocated storage in main memory
- VARIABLE references translate to LD or ST
- OPERATORS translate to ALU instructions
- SMALL CONSTANTS translate to ALU instructions w/ built-in constant
- “LARGE” CONSTANTS translate to initialized variables

NB: Here we assume that variable addresses fit into 16-bit constants!
Can We Run Any Algorithm?

Model thus far:

• Executes instructions sequentially –
• Number of operations executed = number of instructions in our program!
Can We Run Any Algorithm?

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Good news: programs can’t “loop forever”!

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Bad news:
- Straight-line code
- Can’t do a loop
- Can’t reuse a block of code

Needed: ability to change the PC.
MIPS Branch Instructions

MIPS branch instructions provide a way of conditionally changing the PC to some nearby location...

l-type:  

| OPCODE | rs | rt | 16-bit signed constant |

beq rs, rt, label  # Branch if equal  

{  
    PC = PC + 4 + 4*offset;
}

bne rs, rt, label  # Branch if not equal  

{  
    PC = PC + 4 + 4*offset;
}

NB: Branch targets are specified relative to the current instruction (actually relative to the next instruction, which would be fetched by default). The assembler hides the calculation of these offset values from the user, by allowing them to specify a target address (usually a label) and it does the job of computing the offset’s value. The size of the constant field (16-bits) limits the range of branches.
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I-type: 

\[
\begin{array}{cccc}
\text{OPCODE} & \text{rs} & \text{rt} & \text{16-bit signed constant} \\
\end{array}
\]

beq rs, rt, label \# Branch if equal \quad \text{bne rs, rt, label \# Branch if not equal}

if (REG[RS] == REG[RT])
{
    PC = PC + 4 + 4*offset;
}

if (REG[RS] != REG[RT])
{
    PC = PC + 4 + 4*offset;
}

\text{NB: Branch targets are specified relative to the current instruction (actually relative to the next instruction, which would be fetched by default). The assembler hides the calculation of these offset values from the user, by allowing them to specify a target address (usually a label) and it does the job of computing the offset’s value. The size of the constant field (16-bits) limits the range of branches.}
MIPS Jumps

• The range of MIPS branch instructions is limited to approximately ±64K instructions from the branch instruction. In order to branch farther an unconditional jump instruction is used.

• Instructions:
  - j label # jump to label (PC = PC[31-28] || CONST[25:0]*4)
  - jal label # jump to label and store PC+4 in $31
  - jr $t0 # jump to address specified by register’s contents
  - jalr $t0, $ra # jump to address specified by register’s contents

• Formats:
  - J-type: used for j
    - OP = 2
    - 26-bit constant
  - J-type: used for jal
    - OP = 3
    - 26-bit constant
  - R-type, used for jr
    - OP = 0
    - rs
    - 0
    - 0
    - 0
    - func = 8
  - R-type, used for jalr
    - OP = 0
    - rs
    - 0
    - rd
    - 0
    - func = 9
Now we can do a real program: Factorial...

Synopsis (in C):
- Input in n, output in ans
- r1, r2 used for temporaries
- follows algorithm of our earlier data paths.

MIPS code, in assembly language:

```mips
label n:
  .word 123

label ans:
  .word 0

... addi $t0, $0, 1
  # t0 = 1
lw $t1, n
  # t1 = n
loop: beq $t1, $0, done
  # while (t1 != 0)
mul $t0, $t0, $t1
  # t0 = t0 * t1
addi $t1, $t1, -1
  # t1 = t1 - 1
beq $0, $0, loop
  # Always branch

label done: sw $t0, ans
  # ans = r1
```

```c
int n, ans;
register int r1, r2;
r1 = 1;
r2 = n;
while (r2 != 0) {
    r1 = r1 * r2;
    r2 = r2 - 1;
}
ans = r1;
```
To summarize:

### MIPS operands

<table>
<thead>
<tr>
<th>Name</th>
<th>Example</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>32 registers</td>
<td>$s0-$s7, $t0-$t9, $zero, $a0-$a3, $v0-$v1, $gp, $sp, $ra, $at</td>
<td>Fast locations for data. In MIPS, data must be in registers to perform arithmetic. MIPS register $zero always equals 0. Register $at is reserved for the assembler to handle large constants.</td>
</tr>
<tr>
<td>$2^{30}$ memory words</td>
<td>Memory[0], Memory[4], ..., Memory[4294967292]</td>
<td>Accessed only by data transfer instructions. MIPS uses byte addresses, so sequential words differ by 4. Memory holds data structures, such as arrays, and spilled registers, such as those saved on procedure calls.</td>
</tr>
</tbody>
</table>

### MIPS assembly language

<table>
<thead>
<tr>
<th>Category</th>
<th>Instruction</th>
<th>Example</th>
<th>Meaning</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arithmetic</td>
<td>add</td>
<td>add $s1, $s2, $s3</td>
<td>$s1 = $s2 + $s3</td>
<td>Three operands; data in registers</td>
</tr>
<tr>
<td></td>
<td>subtract</td>
<td>sub $s1, $s2, $s3</td>
<td>$s1 = $s2 - $s3</td>
<td>Three operands; data in registers</td>
</tr>
<tr>
<td></td>
<td>add immediate</td>
<td>addi $s1, $s2, 100</td>
<td>$s1 = $s2 + 100</td>
<td>Used to add constants</td>
</tr>
<tr>
<td>Data transfer</td>
<td>load word</td>
<td>lw $s1, 100($s2)</td>
<td>$s1 = Memory[$s2 + 100]</td>
<td>Word from memory to register</td>
</tr>
<tr>
<td></td>
<td>store word</td>
<td>sw $s1, 100($s2)</td>
<td>Memory[$s2 + 100] = $s1</td>
<td>Word from register to memory</td>
</tr>
<tr>
<td></td>
<td>load byte</td>
<td>lb $s1, 100($s2)</td>
<td>$s1 = Memory[$s2 + 100]</td>
<td>Byte from memory to register</td>
</tr>
<tr>
<td></td>
<td>store byte</td>
<td>sb $s1, 100($s2)</td>
<td>Memory[$s2 + 100] = $s1</td>
<td>Byte from register to memory</td>
</tr>
<tr>
<td></td>
<td>load upper immediate</td>
<td>lui $s1, 100</td>
<td>$s1 = 100 * 2$16</td>
<td>Loads constant in upper 16 bits</td>
</tr>
<tr>
<td>Conditional branch</td>
<td>branch on equal</td>
<td>beq $s1, $s2, 25</td>
<td>if ($s1 == $s2) go to PC + 4 + 100</td>
<td>Equal test; PC-relative branch</td>
</tr>
<tr>
<td></td>
<td>branch on not equal</td>
<td>bne $s1, $s2, 25</td>
<td>if ($s1 != $s2) go to PC + 4 + 100</td>
<td>Not equal test; PC-relative</td>
</tr>
<tr>
<td></td>
<td>set on less than</td>
<td>slt $s1, $s2, $s3</td>
<td>if ($s2 &lt; $s3) $s1 = 1; else $s1 = 0</td>
<td>Compare less than; for beq, bne</td>
</tr>
<tr>
<td></td>
<td>set less than immediate</td>
<td>slti $s1, $s2, 100</td>
<td>if ($s2 &lt; 100) $s1 = 1; else $s1 = 0</td>
<td>Compare less than constant</td>
</tr>
<tr>
<td>Unconditional jump</td>
<td>jump</td>
<td>j 2500</td>
<td>go to 10000</td>
<td>Jump to target address</td>
</tr>
<tr>
<td></td>
<td>jump register</td>
<td>jr $ra</td>
<td>go to $ra</td>
<td>For switch, procedure return</td>
</tr>
<tr>
<td></td>
<td>jump and link</td>
<td>jal 2500</td>
<td>$ra = PC + 4; go to 10000</td>
<td>For procedure call</td>
</tr>
</tbody>
</table>
# MIPS Instruction Decoding Ring

<table>
<thead>
<tr>
<th>OP</th>
<th>000</th>
<th>001</th>
<th>010</th>
<th>011</th>
<th>100</th>
<th>101</th>
<th>110</th>
<th>111</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>ALU</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>001</td>
<td>addi</td>
<td>addiu</td>
<td>slti</td>
<td>sltiu</td>
<td>andi</td>
<td>ori</td>
<td>xori</td>
<td>lui</td>
</tr>
<tr>
<td>010</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>011</td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>100</td>
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Summary

• We will use a subset of MIPS instruction set as a prototype
  • Fixed-size 32-bit instructions
  • Mix of three basic instruction formats
    • R-type - Mostly 2 source and 1 destination register
    • I-type - 1-source, a small (16-bit) constant, and a destination register
    • J-type - A large (26-bit) constant used for jumps
  • Load/Store architecture
  • 31 general purpose registers, one hardwired to 0, and, by convention, several are used for specific purposes.
• ISA design requires tradeoffs, usually based on
  • History
  • Art
  • Engineering
  • Benchmark results